RESIDENT EVIL®
DECLASSIFIED
MATURE 17+
M
CONTENT RATED BY ESRB
CAPCOM®

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THE HORROR CONTINUES

After the violent Mansion Incident in the Arklay Mountains, and the horrific viral outbreak that led to the annihilation of Raccoon City, Umbrella Corporation was left exposed. The pharmaceutical powerhouse became the target of numerous investigations and was litigated into oblivion. With their reputation devastated, Umbrella was permanently dismantled.

After the collapse of the company, there was a sudden surge in the appearance of biological organic weapons (B.O.W.s) on the black market. Any unstable government, guerilla fighter, or terrorist organization that could pay the bill could get a full complement of weapons ready for bioterrorism.

Chris Redfield, one of the original members of the S.T.A.R.S. Alpha Team and one of the survivors of the original Mansion Incident, cofounded the Bioterrorism Security Assessment Alliance (B.S.A.A.) and has dedicated his life to the discovery and eradication of all biological organic weapons.

When there are reports of a possible bioweapons deal happening in Africa involving Las Plagas, a dangerous parasite last encountered by Secret Service Agent Leon Kennedy (in Resident Evil 4), Chris is determined to investigate. Fellow B.S.A.A. agent Sheva Alomar provides Chris with backup as he visits Kijuju, though neither have any idea of the horrors that await them under the broiling African sun.

A NEW STRAIN OF RESIDENT EVIL

Resident Evil 5 is the next installment in the most popular survival horror series of all time, with over 36 million units of Resident Evil games sold worldwide. While RE5 retains the popular over-the-shoulder point of view from RE4, there are a number of new features, characters, and surprises that will cause even the heart of diehard fans to race.

One of the most notable additions to the series is Chris's new partner, Sheva Alomar. Unlike partners in previous titles, Sheva stays by Chris's side throughout the entire game. With an AI designed for cooperative play, and the ability for a second player to jump in at any moment, Sheva is an essential part of Chris's survival. The African B.S.A.A. agent helps fight off enemies, collect items, give boosts to unreachable areas, and assists in solving some of RE5's iconic puzzles.

In addition to the partner mechanics, Resident Evil 5 has a host of new features, including a reworked and real-time inventory system. No longer do players have the safety of a paused menu screen while they select their weapons and equipment during gameplay. There is also a lot of sunlight, so players need to worry about more than just the enemies lurking in the darkness; they must also sweat over the beings that walk in the light as they stalk Chris and Sheva across Kijuju. These new beings are more intelligent than ever before, hunting Chris and Sheva with the use of traps and teamwork.

Are you afraid yet? If you are naïve enough to say, "no," then prepare yourself, because after spending a little time in Kijuju, you will be.

RESIDENT EVIL 5
KIJUJU
AUTONOMOUS ZONE

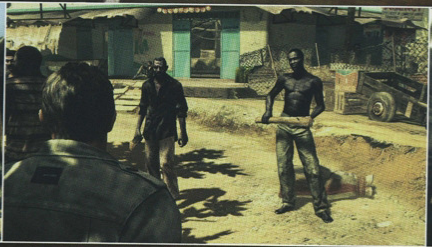
The Kijuju Autonomous Zone is a small region in western Africa. A recent coup has resulted in a new government taking hold, turning Kijuju into a hotbed of black market sales and a haven for terrorists. Armed guards patrol many of its streets and remote cities remain ignored by the provincial government for long periods of time.

It has become an environment hostile to stranger and native alike, with rampant corruption infesting even the lowest levels of government. Citizens must always be ready with bribes, and crimes are often committed in broad daylight with no one bothering to interfere. Kijuju is geographically diverse, featuring vast plains, wet marshlands, an extensive network of caves, and even an active volcano. Its natives live in cities and villages throughout the region. While its cities are significantly more advanced than the villages, the lax government has allowed both to fall into a state of disrepair.

There are a number of different cultures existing side-by-side in Kijuju, including Arabs and various indigenous African tribes. Notable among the tribes are the Sodibayans and Ndipayans. While they co-exist peacefully, these two peoples remain mostly segregated. The Ndipayans live in and around the caves, which they are fiercely protective of, while the Sodibayans make their living in the marshlands. Generally, most people in Kijuju are able to speak Swahili, in addition to their local tongue.

There is also a significant industrial presence in Kijuju, with some businesses having operated in the country as far back as the 1960s. This presence has provided much-needed capital to post-colonial Kijuju, allowing it to exist, if not thrive, over the years. The factories tend to be very important to their immediate area, as they hire employees from the local population and pour valuable resources back into the city.

Umbrella has maintained research facilities in Kijuju for decades. Tricell's pharmaceutical division has recently re-opened a facility that closed in the wake of Umbrella's bankruptcy to use for its own research, and employs heavily armed security to protect its facilities in the current time of strife. Visitors to Kijuju should expect to find a somewhat unwelcome atmosphere and attitude. Outsiders are viewed with suspicion, due in part to the recent upheaval, and should consider looking for a local host or guide to facilitate travel in and around Kijuju. Expect to devote a certain amount of time, currency, and energy to navigating its dangers and corruption.



"THEY WERE USING AFRICA AS
A TEST BED FOR THEIR EXPERIMENTS."

CONTROLLING YOUR AGENT

The controls for Resident Evil 5 are streamlined to emulate the realistic actions of combat. Instead of being based around frantic running and gunning, the player must focus their movements, take steady aim, and carefully assess each combat situation.

There are several key control changes, including partner actions and the inventory system. Utilizing the new partner actions will allow you solve difficult puzzles and assist one another in dire situations. Opening up the inventory menu no longer takes players out of the action and into the safety of a paused screen. Intimate knowledge of the items and weaponry available in Resident Evil 5 is necessary to remain alive. While in battle, the Item Shortcut is very useful, as it allows for quick changes between certain equipped items or weapons.

The game defaults to the classic Resident Evil control scheme that more than 36 million players around the globe have grown used to over the last decade. However, times have changed, and those who find themselves more fond of Lost Planet or Gears of War style controls can select from four different play-style settings. A and B are similar to Resident Evil 4 (and the games that have come before it) while C and D are reflective of modern 3D action games. Players will not be able to run and shoot at the same time with any of the controls (this is a core gameplay design decision at the heart of the Resident Evil series, after all), but selecting C or D will allow players to strafe left and right using the second analog control stick. Make sure to experiment with the various settings to find the one that best suits your play!

PLAYSTATION 3

XBOX 360

TYPE "D" CONTROLS

DEFAULT CONTROLLER CONFIGURATION

STRAFE
Left Stick / L3

RUN
Left stick ↑ / B and ✕ / A Button

READY KNIFE
L2 / R3 (hold)

SWING KNIFE
L2 / R3 (hold) then R1 / R1

READY WEAPON
L1 / L1 (hold)

AIM
L1 / L1 (hold) then left stick / L3

FIRE/THROW
L1 / L1 (hold) then R1 / R1

RELOAD
L1 / L1 and ✕ / A Button

OPEN INVENTORY
△ / Y Button

ITEM SHORTCUT
Directional buttons / ✣

ROTATE
Right Stick / R3

QUICK TURN
Left stick ↓ / B and ✕ / A Button

TOGGLE MAP
R2 / R2

LOCATE PARTNER
R1 / R1

PARTNER ACTION
○ / B Button

SKIP CINEMA
SELECT / BACK Button

PAUSE
START / START Button

TYPE "A" CONTROLS

CLASSIC "RESIDENT EVIL 4" CONTROLLER CONFIGURATION

STRAFE
Left Stick / L3

RUN
Left stick ↑ / B and ✕ / A Button

READY KNIFE
L1 / L1 (hold)

SWING KNIFE
L1 / L1 (hold) then ○ / X Button

READY WEAPON
R1 / R1 (hold)

AIM
R1 / R1 (hold) then left stick / L3

FIRE/THROW
R1 / R1 (hold) then ○ / X

RELOAD
R1 / R1 and ✕ / A Button

OPEN INVENTORY
△ / Y Button

ITEM SHORTCUT
Directional buttons / ✣

ROTATE
Right Stick / R3

QUICK TURN
Left stick ↓ / B and ✕ / A Button

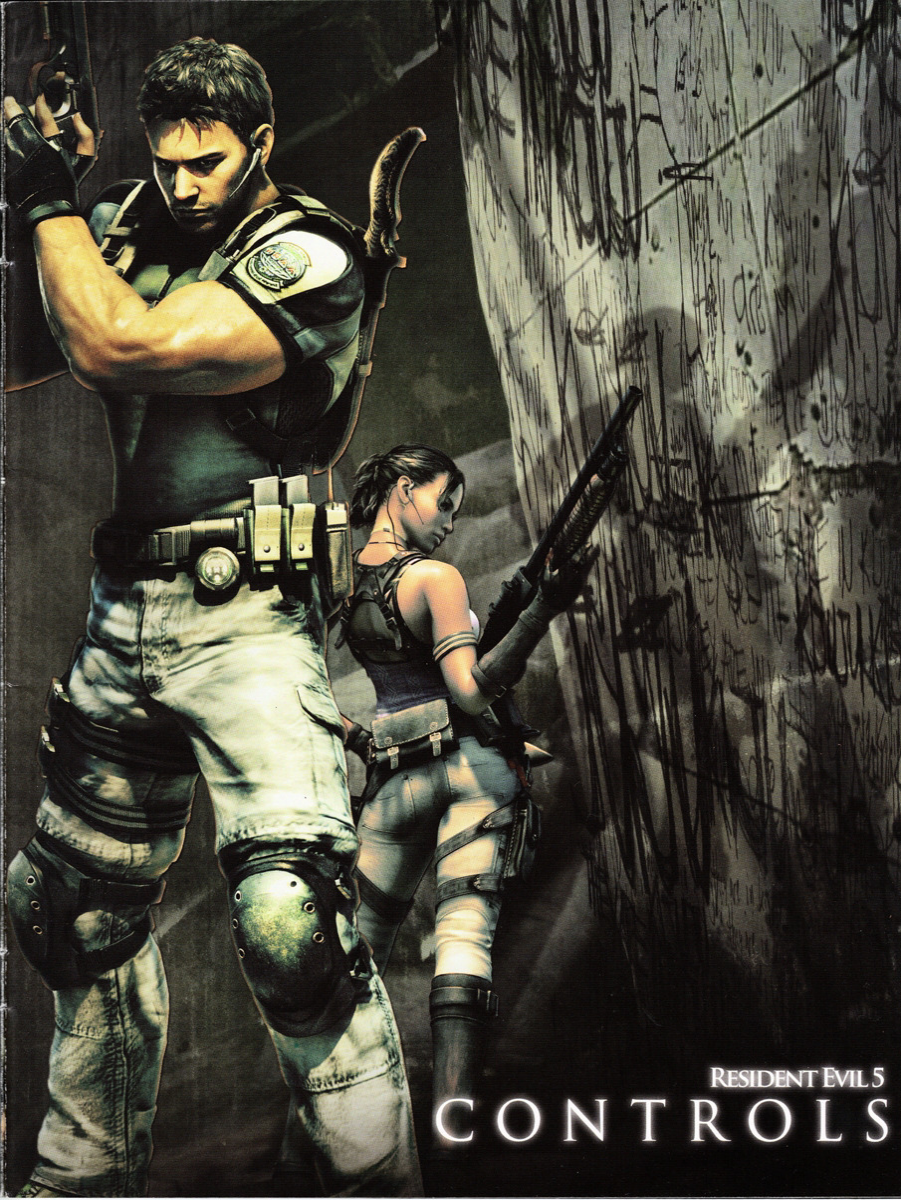
TOGGLE MAP
R2 / R2

LOCATE PARTNER
L2 / L2

PARTNER ACTION
○ / B Button

SKIP CINEMA
SELECT / BACK Button

PAUSE
START / START Button



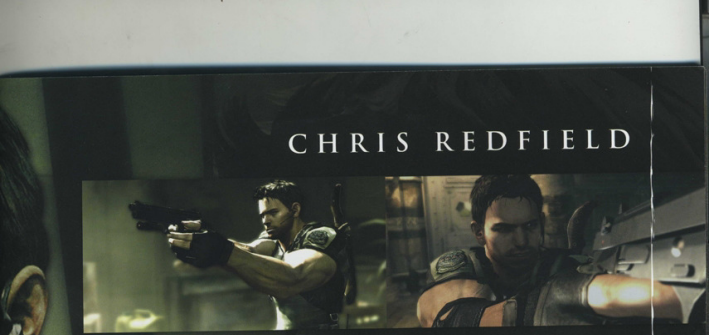
RESIDENT EVIL 5

CONTROLS

RESIDENT EVIL 5

CHARACTERS

CHRIS REDFIELD



"MORE AND MORE I FIND MYSELF WONDERING IF IT'S ALL WORTH FIGHTING FOR."

Chris Redfield began his military career in the United States Air Force. In his time there, he gained a service record packed with reports of both high praise and disciplinary actions. He has been described by commanding officers as "uncompromising," "possessing unwavering dedication," and having a "high level of adaptability."

These traits made Chris a strong pilot, but his headstrong nature often led to clashes with his superiors, which in the end caused him to retire from the Air Force.

Raccoon City's S.T.A.R.S. unit recruited Chris soon after his retirement. The superior firearms and hand-to-hand combat skills he acquired in the Air Force and his qualifications as both a fixed-wing aircraft and helicopter pilot would provide useful for S.T.A.R.S.

While in S.T.A.R.S., Chris was assigned the role of Point Man (PM) for the Alpha Team. In July 1998, Chris and the rest of S.T.A.R.S. Alpha Team became involved in the Mansion Incident. Alpha Team was sent in to recover Bravo Team, who was investigating reports of disappearances in the surrounding areas of Raccoon City. Upon arrival, Alpha Team, including Chris, Jill Valentine, and Albert Wesker, were attacked by ravenous canines (known as Cerberus) and forced to take refuge in the nearby mansion.

The mansion turned out to be the Arklay Research Facility for the pharmaceutical giant Umbrella, and was used for developing bioweapons and conducting illegal experiments. It was during the time at the Arklay Facility that Chris was betrayed by his commanding officer, Albert Wesker, who was secretly working for Umbrella. Wesker forced Chris and his partner Jill to combat numerous B.O.W.s as part of an active tactical research plan.

Together, Chris and Jill were able to defeat Wesker and his minions, and destroy the Umbrella facility.

After the conclusion of the incident, Chris attempted to notify both S.T.A.R.S. and government authorities of Umbrella's activities, but received no positive response. At this time, he decided to conduct an independent investigation. He relocated to Europe in order to seek out the source of Umbrella's corruption.

Shortly after arriving in Europe, Chris was informed by Leon S. Kennedy, a former officer of the Raccoon City Police Department, of recent Umbrella movements, including the capture of Chris's sister, Claire.

Chris traveled to Rockfort Island to free his sister. During this incident he discovered several key items regarding Umbrella. The pharmaceutical company owned a research facility in Antarctica, developed a new virus called T-Veronica, and most surprisingly, Albert Wesker survived the Mansion Incident.

Wesker's return gifted him with inhuman strength, and Chris only survived the encounter thanks to a sudden and forced evacuation of the exploding island, placing their conflict on hold.

After this, Umbrella was in dire straits. In the wake of the destruction of Raccoon City, the company became tangled up in litigation, and their stock price plummeted. However, B.O.W.s were still a major threat. They were no longer restricted to areas of conflict, and were instead being used for terrorist attacks.

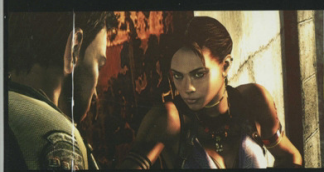
Chris would next encounter Wesker in 2003 while investigating Umbrella's founder, Ozwell E. Spencer. He and Jill were now members of the B.S.A.A., a group dedicated to eliminating remaining Umbrella bioweapons. The two arrived at Spencer's mansion ready to question his involvement with black market B.O.W.'s and Wesker's location. By the time they arrived, they found at least one answer as they suddenly encountered their bloodstained ex-comrade standing over Spencer's corpse.

Once again, conflict ensued. This time, Jill decided to stop Wesker once and for all and threw both herself and Wesker over the side of a cliff. The B.S.A.A. searched for Jill's body for three months, but no trace of her was ever found. After the searches ended, Jill Valentine was officially declared dead.

Chris took Jill's sacrifice hard. He redoubled his efforts to eradicate all biological organic weapons wherever they may be found. He became involved in many operations and soon had more missions to his name than any other B.S.A.A. member. On one such mission, Chris learned of an upcoming B.O.W. deal in Africa in connection with a man named Ricardo Irving. Irving's name had come up quite often of late in association with bioweapons smuggling.

After informing the B.S.A.A. African Branch about Irving, Chris urgently requested permission to participate in the operation to arrest him. The request was granted and Chris was sent to Kijuju, Africa.

SHEVA ALOMAR



"I'M GOING WITH YOU! THESE ARE MY PEOPLE THAT ARE DYING HERE."

Sheva Alomar was born into an impoverished family. She lived with her parents until the age of eight, when her mother and father were killed during a sudden accident at Umbrella Plant 57 where they were employed. Her uncle, who hoped to gain some sort of monetary compensation from Umbrella for the tragedy, took in Sheva. When no such money arrived, Sheva's uncle became indifferent to his niece. On the verge of starvation and increasingly obsessed with her deceased parents, Sheva ran away into the savanna, where she was found by a member of an anti-government guerrilla group.

This stranger gave her food, shelter, and a place to finally call home. He also told Sheva the truth behind the supposed accident that killed her beloved parents. In reality, the purpose of Umbrella Plant 57 was to manufacture bioweapons, although none of the regular employees were aware of what they were creating. The accident at the factory was actually the result of Umbrella's final test on its newest bioweapon. Once the test was labeled a success, Umbrella concealed the entire affair. With the assistance of the government's army, they destroyed the factory along with the entire town. The truth filled Sheva with a new hatred toward both Umbrella and the government who so easily sided with the twisted corporation. This rage inspired her to join the guerrillas in their fight against the government.

After seven years with the guerrillas, Sheva was given a note that said the guerrillas she was with were planning on making a deal with Umbrella to obtain bioweapons for an assault on the government. Although the content of the message was a shock, Sheva knew it was most likely the truth. She met with the message's sender, a representative from the U.S. government, and worked out a deal. If Sheva helped him apprehend the representative from Umbrella, he would let the guerrillas go. She agreed and the mission was a success.

The U.S. government representative recognized Sheva's abilities and offered her a new life in America. She took the offer and shortly after arriving in America, Sheva's high intelligence and drive allowed her to surpass any and all expectations, even to the point of learning English to a native level in sixth months. She continued on in America for several years, eventually attending university. After graduating with high honors from her university, that same U.S. government representative, who had become her legal guardian, suggested that Sheva join the newly formed B.S.A.A. to help others as she had been helped. Umbrella had already been dismantled years prior, but Sheva had not given up her hatred of them and all others like them.

After completing basic training, she was assigned to the unit led by Josh Stone. She trained intensively in practical combat for eight months. After the completion of her training, she was hand picked to become a B.S.A.A. agent and became involved in operations throughout the world. Today, Sheva is stationed as part of the B.S.A.A. West Africa division, and her colleagues hold her in high regard. She is known for both her excellence in hand-to-hand combat and her compassionate and honest nature. Currently taking part of the African mission, Sheva partners with one of B.S.A.A.'s top agents and member of the Original Eleven, Chris Redfield, to stop a biological organic weapon transfer in her homeland.

RESIDENT EVIL 5

CHARACTERS

JILL VALENTINE

"CHRIS, I'M SORRY..."

Jill Valentine started her life as a soldier with the U.S. Army's Delta Force training program, where she excelled in bomb disposal. After completing the program she entered S.T.A.R.S. as both a lock specialist and a highly skilled fighter.

Jill was part of the Alpha Team involved in the Mansion Incident at the Arklay Research Facility, where the Alpha Team captain, Albert Wesker, betrayed her and her fellow teammates. During the incident, Jill and Chris Redfield, another member of Alpha Team, operated independently, both suffering attacks from Albert Wesker's biological organic weapons. However, it took both Jill and Chris working together to fully discover the horrible truth behind both the factory and Umbrella Corporation's T-Virus.

Following Jill's return from the mansion, she and Chris attempted to inform the authorities of Umbrella's activities. They were met with no movement towards any official investigation into the company. As a result, Jill and Chris took it upon themselves to investigate Umbrella independently. They concentrated their efforts on Umbrella's main base of operations in Europe. However, as a S.T.A.R.S. member entrusted with protecting Raccoon City, Jill chose to remain in the city for the time being and investigate the Umbrella research facility there before moving out to rendezvous with Chris in Europe.

This decision led to her involvement in the Raccoon City incident.

During her investigation, she found that rodents had been infected with the T-Virus from the Arklay Research Facility and were quickly spreading the virus into the city. Umbrella sent the Umbrella Biohazard Countermeasure Service (U.B.C.S.) to handle the situation, while also dispatching the bioweapon Nemesis T-Type to eliminate the threat of any remaining S.T.A.R.S. members, such as Jill Valentine. As Jill attempted to escape from Raccoon City, she encountered the Nemesis T-Type and became infected with the T-Virus. It was only through the assistance of U.B.C.S. member Carlos Oliveira that she was able to obtain a cure for the virus and successfully escape from Raccoon City.

Jill's next major involvement with the Umbrella Corporation came in 2003, after Operation: T-A.L.O.S. It was at this time that Jill and Chris became two of the original eleven founding members of the Bioterrorism Security Assessment Alliance (B.S.A.A.), an organization formed to fight against bioweapons and bioterrorism around the world.

As Jill and Chris investigated and stopped numerous bioweapon related incidents across the globe, they still believed that the now fallen Umbrella Corporation might have had some involvement in the world of biological organic weapons. To determine if their hunch had any merit, Jill and Chris went to speak with Umbrella's founder, Ozwell E. Spencer. However, instead of meeting Spencer, they encountered their former Captain, Wesker, and conflict arose.

As Wesker was about to end Chris's life, Jill concluded that the only way to save her partner was to sacrifice herself. She lunged forward and threw both herself and Wesker out of a window and over the side of a cliff. The B.S.A.A. launched a full-scale search operation, but neither Jill's body nor any of her personal effects were ever recovered.

On November 23, 2006, Jill Valentine was officially declared dead, and her name was added to the list of B.S.A.A. members who have died in the line of duty.

ALBERT WESKER

"NO MORE TIME FOR GAMES, CHRIS! I'VE GOT WORK TO DO."

Albert Wesker has never been what he seems. As leader of S.T.A.R.S. Alpha Team, he was secretly acting under the command of Umbrella. He betrayed Umbrella when it suited his purposes and worked against them. Even as a human being, Wesker is more than he appears. He injected himself with an experimental virus, allowing him to escape his apparent death at the end of the Mansion Incident.

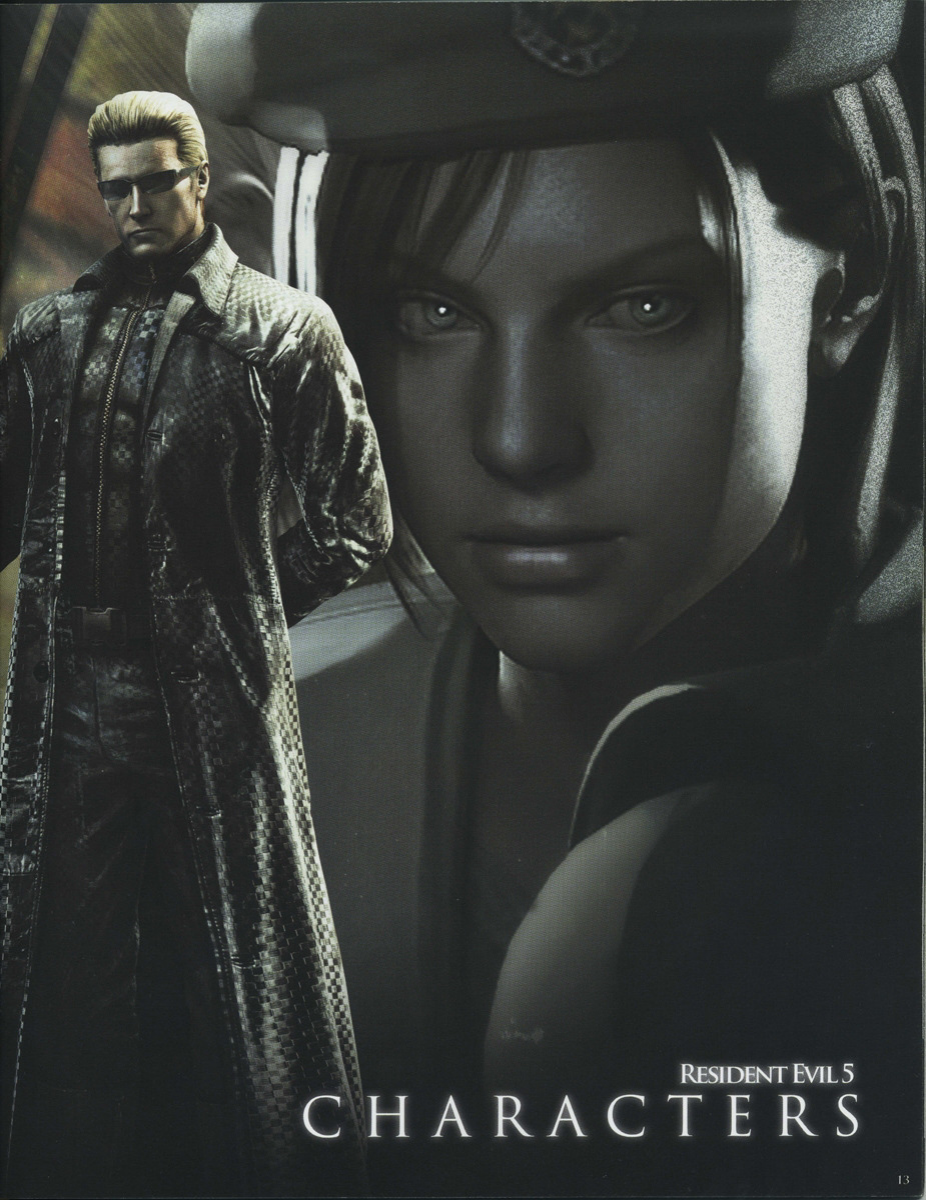
This virus altered his biology, turning his body just as inhuman as his cold and calculating mind. Enhanced speed, strength, and durability are the most basic of his newfound abilities, making him a hard target.

Wesker has shown a profound lack of concern for other human beings in the years since the Mansion Incident. He has taken part in brief alliances with various people and companies, only to desert or kill them when that alliance has served its purpose. It is a pattern that has repeated itself time and time again.

Chris Redfield and Jill Valentine were the last B.S.A.A. operatives to encounter Albert Wesker, an encounter that left Valentine and Wesker presumably dead. Considering Wesker's past actions and enhanced biology, it is safe to assume that he may have survived the fall.

To describe Wesker and Redfield's relationship as "tainted by bad blood" would be understating its severity. The betrayal in Raccoon City was only the beginning of their antagonistic relationship. The combination of casualties in the S.T.A.R.S. teams and Wesker's actively attempting to sabotage their mission broke whatever bond they may have had forever.

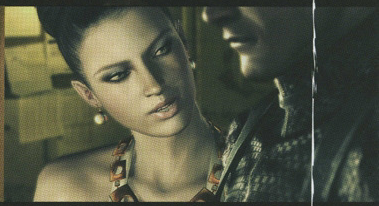
Their animosity deepened when Claire Redfield, Chris's younger sister, was kidnapped and held at Rockfort Island in another encounter that led to Chris and Wesker confronting each other. After their last encounter resulted in the death of Redfield's partner, any further encounter between the two is almost certain to result in the death of one, or both, of the two men.



RESIDENT EVIL 5
CHARACTERS

RESIDENT EVIL 5

CHARACTERS



RICARDO IRVING

"YOU'RE MAKING ME LOOK BAD!"

Ricardo Irving is a lot of things. He's the overseer of an oil refinery for Tricell Africa Division's Resource Development Department. He's a skilled and canny businessman, with a talent for generating liquid capital in situations others would find impossible. Finally, he's an arrogant and crude man suspected of using his resourcefulness to sell biological organic weapons on the black market.

B.S.A.A. intelligence learned of Irving's latest deal, which was an attempt to sell a B.O.W. code-named Popokarimu. Alpha Team, lead by Dan DeChant, was sent in to apprehend Irving and acquire the B.O.W. Irving, through means unknown, was informed of this mission and acted to protect himself. Las Plagas was released on the populace of Kijuju, turning them into Majinis. In addition, a sample of the Uroboros Virus was unleashed to stall the team for Irving's escape. Alpha Team didn't stand a chance and was almost completely eliminated. Irving escaped unharmed.

Irving is definitely not acting alone, as a member of Tricell's Resource Development Department should not have access to advanced biological organic weapons such as these.

EXCELLA GIONNE

"AS IF I NEED TO EXPLAIN MYSELF TO YOU."

Excella Gionne, a member of the world-renowned Gionne family, has never been one to follow trends. Where other, and lesser, women would have depended on their beauty and familial connections to gain a position of power, Excella did it the old fashioned way: through hard work. She inherited her father's business sense, which, when paired with her keen intellect, allowed her to quickly move through school and university at a young age.

Her grandmother's family recognized her abilities and hired her into Tricell's pharmaceutical research division when she turned eighteen. She quickly rose up the ranks in the company until becoming the chairman of Tricell's West Africa division some years later.

Excella has shown an aptitude for shrewd and impersonal business maneuvers, which has given her a reputation as being somewhat less than charming and more than a little arrogant. She is very used to getting her own way, and if she must step on the little people to do so, then so be it. She will shed no tears.

THE HOODED FIGURE

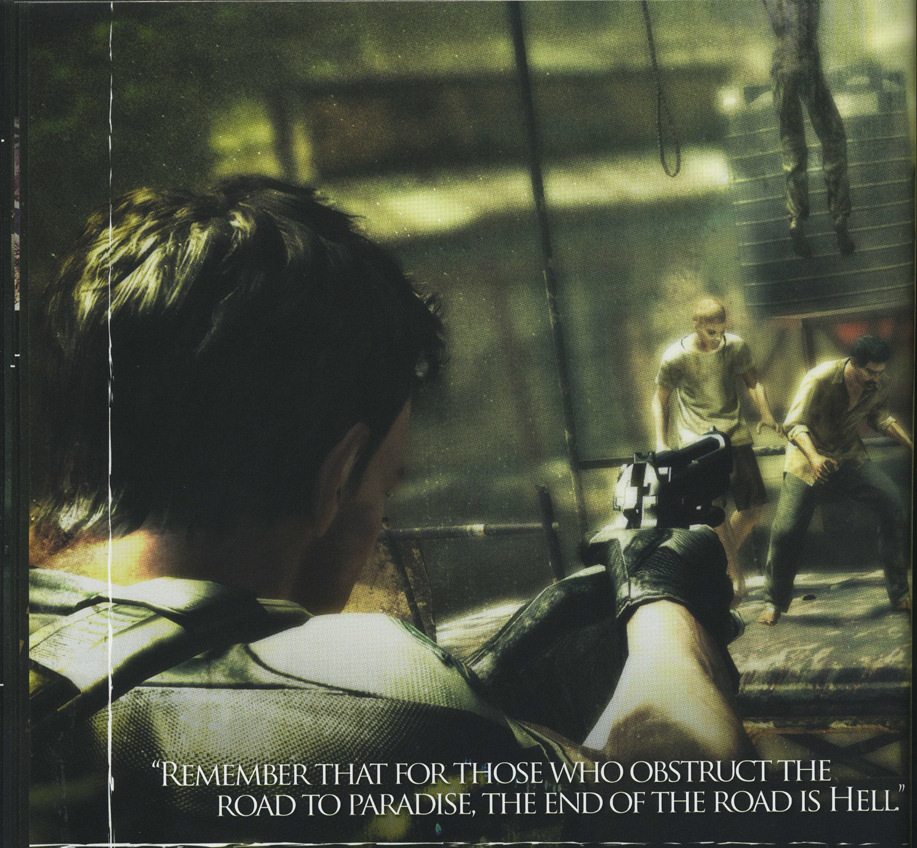
"WHAT ARE YOU GOING TO DO ABOUT THEM?!"

The Hooded Figure is, as the name implies, shrouded in mystery. The blue cloak obscures any details of the Hooded Figure's shape or form, while the Plague Doctor-esque mask hides any facial features, instilling a feeling of fear in any onlooker.

The scant intelligence gathered on the Hooded Figure seems to imply a connection with Ricardo Irving, overseer of Tricell's oil refinery in Kijuju. This connection suggests that Irving is serving his own interests, rather than those of his employer, by participating in black market deals and using the Hooded Figure to further his own plans.

Reports indicate that the Hooded Figure has displayed an inhuman level of strength and speed, suggesting exposure to an enhanced strain of the Progenitor Virus. Additional reports out of Kijuju say that many of the citizens have already been infected, rumored to be due in part to the Hooded Figure's actions, and seem to retain most of their cognitive faculties and mobility.

Accurate information on the Hooded Figure is understandably hard to come by, given his secretive nature. The information that has been gathered thus far is composed of facts gathered from conjecture, vague hints, and outright guesses in some circumstances. The true nature of the Hooded Figure remains to be seen.



"Remember that for those who obstruct the road to paradise, the end of the road is Hell."

Las Plagas, a parasite, attaches itself to a human host and is assimilated into the central nervous system, causing the loss of all rational thought and creating infected human beings. These hosts are subject to commands from humans infected with control Plaga. Hosts infected with an advanced Plaga parasite retain human-level intelligence, giving them the ability to use tools, communicate with each other, and show a surprising amount of craftiness when working in groups.

While Las Plagas originates from Europe, a biological and genetically modified version has made its way to Africa via unknown means. This modification has resulted in an enhanced and extremely dangerous strain of Las Plagas, which has been designated Type 2 Plagas. In contrast to the original Las Plagas organism, infection takes almost zero time to reach maturation and can be transmitted orally. Visually, hosts are almost identical to uninfected humans.

Hosts tend to retain abilities that they had pre-infection, resulting in effective ground soldiers with a wide range of skills. For example, intelligence indicates that hosts have been seen utilizing firearms, bladed weapons, and blunt objects, as well as piloting vehicles.

The infected humans in Kijuju are known locally as "Majini" (pronounced similarly to 'mah-genie'), which is the Swahili word for 'evil spirit.' They are enormously hostile and will eagerly infect or eliminate any outsiders on command. Variant Majinis have been seen, as well. Those that h been called "Executioner Majinis" wield a g makeshift axe, a dark hood, and have increa physical strength. Other Majinis utilize chains and burlap hoods to obscure their face. There reports of other, more extreme Majini as well, human and animal...

Contact with Majini should be avoided at all c as death or infection are the two most likely re of any prolonged incounter. There have b reports that shooting a Majini in the head does always result in death, and instead allows the t 2 Plaga to take on a new and more dange form, known as "kipipeppo."

RESIDENT EVIL 5

MAJINI

RESIDENT EVIL 5

FACTIONS

B.S.A.A.

The Bioterrorism Security Assessment Alliance, or B.S.A.A., has its roots in the fall of Umbrella and annihilation of Raccoon City.

Following the initial outbreak in Raccoon City, Umbrella was hammered with multiple lawsuits. These lawsuits, and subsequent investigations, sent a ripple effect through the Global Pharmaceutical Consortium, in part because Umbrella was an executive board member. The Global Pharmaceutical Consortium became the subject of intense worldwide distrust once biological organic weapons began to leak into the black market. Bankruptcy loomed for several medical companies and the pharmaceutical industry was in danger of a disastrous crash for the first time in decades.

More fallout from Umbrella loomed over the world. B.O.W.s began to appear on the black market, resulting in terrorists, guerillas, and corrupt governments gaining access to deadly biological weapons. In response, the B.S.A.A. was created. While originally a civilian-led organization, the United Nations quickly took them under their wing and gave them the ability to investigate, operate, and use force in their fight against bioterrorism.

B.S.A.A. Headquarters is located in England, and there are branches in the Middle East, North America, South America, West Africa, East Africa, Oceania, and the Far East. There are teams stationed in each branch that must be ready to deploy at a moment's notice in defense of their designated service area.

There are two kinds of deployment teams within each B.S.A.A. branch. The Special Operations Unit, or S.O.U., are generally comprised of twelve members and separated into three four-man cells.

S.O.U. are legally allowed to infiltrate an area, engage in combat, and subdue offenders. Its modular nature allows cells to be added or subtracted, as the mission requires.

The other deployment team is the Special Operations Agent, or S.O.A. Rather than being a true team, the S.O.A. work in pairs in the field and are referred to as 'agents.' They are primarily involved in investigations and espionage activities, and can be considered the eyes and ears of the B.S.A.A. In situations where sending in an entire team is not feasible, the S.O.A. are called.

Chris Redfield is one of the eleven founding members of the B.S.A.A. and a Special Operations Agent.

The founding members are known as the Original Eleven, a highly respected subset of the B.S.A.A. Many members of the Original Eleven work alongside the tactical teams.

While the B.S.A.A. is controlled by the U.N., much of its funding comes from the Global Pharmaceutical Consortium.

This relationship has been the source of much criticism, but the B.S.A.A. provides a valuable public relations boost to the beleaguered Global Pharmaceutical Consortium via the alliance.

TRICELL

Before Tricell, there was Travis Trading, a company founded by the wealthy European merchant, Thomas Travis. It was founded in the 18th century and soon became a powerhouse in shipping, profiting so much that it remained profitable over the next two centuries.

In the 1800s, Henry Travis invested much of his own fortune into the exploration of Africa. He made five expeditions into Africa, not returning to his home country until 34 years after he first left it, and compiled his records and research into a 72-volume encyclopedia he called "Survey of Natural History." These exhaustive tomes covered everything from animals, insects, and minerals to topography and folklore.

Travis Trading went on to exploit the information contained in "Survey of Natural History" in the years to come. Travis Trading outposts sprang up all over Africa, mining for precious metals and developing oil and natural gas fields. Profits soared.

Travis Trading was reorganized into the conglomerate Tricell in the 1960's. Travis Trading's worldwide shipping network became the basis for Tricell's shipping division. The results of the research in Africa led to Tricell's pharmaceutics division. Finally, the mining and energy development that Travis Trading previously invested in resulted in the creation of their natural resources development division.

Tricell's founding allowed each of its three divisions to focus on their efforts with laser-like efficiency. While there is definitely overlap between the divisions, such as the pharmaceutical division using the shipping division to receive materials mined by the natural resources development division, each should be considered its own individual company. Resources are shared when necessary, and employees of one company have, at best, limited access to the other two companies. Excella Gionne is the head of Tricell's West African pharmaceutical division. Though an extended member of the Travis family, Gionne gained her position through sheer intelligence, force of will, and a willingness to do the job by any means necessary.

As a sidebar, "Survey of Natural History" also gave rise to Umbrella, as Ozwell E. Spencer, founder of Umbrella, was particularly interested in the plant that gave rise to the rituals delineated in the 72-volume encyclopedia. His interest eventually led to the discovery of the Progenitor virus, which laid the groundwork for Umbrella's future viral research.

S.T.A.R.S.

S.T.A.R.S., Special Tactics and Rescue Service, is an expert branch of law enforcement that is equipped to handle strange situations or hostage rescues. Ten years ago, S.T.A.R.S. Bravo was deployed to investigate a series of heinous murders and possible cannibalism in and around Raccoon City. The team was almost completely wiped out, forcing S.T.A.R.S. Alpha to move into the area in a search and rescue mission located in a hostile zone.

Alpha team was attacked once they reached the zone of operations, forcing them to fall back to a nearby mansion. Unbeknownst to them, this mansion was the cover for an Umbrella compound known as the Arklay Research Facility. Inside the mansion, Alpha team found horrors that the world had never seen before.

Alpha team was forced to fight and destroy many of the facility's research specimens in order to make it out alive. It is a testament to their training, intelligence, and combat prowess that so many members of S.T.A.R.S. managed to survive.

Only Chris Redfield, Jill Valentine, Barry Burton, Brad Vickers, and Rebecca Chambers of Bravo team survived the mission. Albert Wesker, leader of Alpha team, revealed himself as a double agent under the employ of Umbrella. He betrayed his team, orchestrating the plans for their demise, and supposedly met his own end in the mansion. S.T.A.R.S.' operation in Raccoon City was the first of a series of increasingly serious B.O.W. outbreaks over the next few years. The virus outbreak in the mansion was not contained, only delayed, and soon spread to Raccoon City. The complete destruction and sterilization of the city soon followed.

UMBRELLA

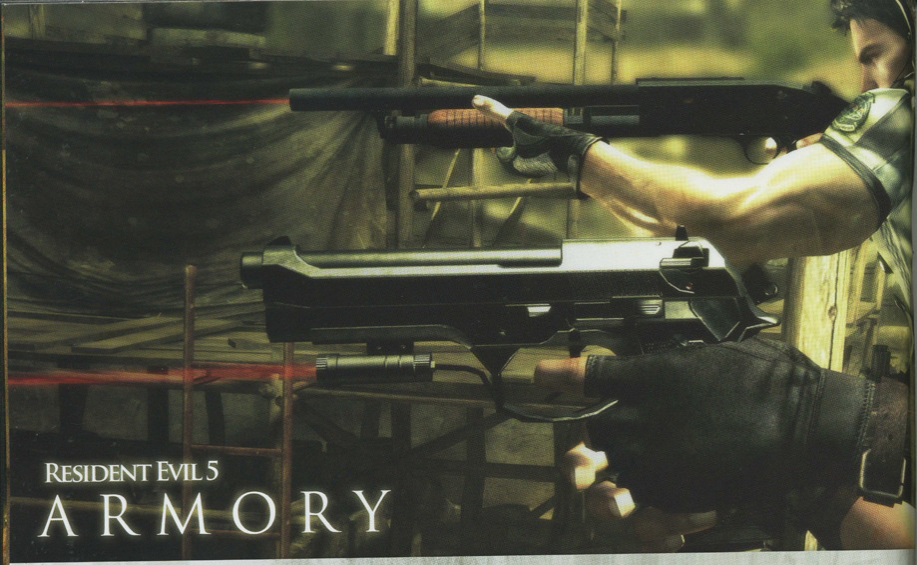
Umbrella has been focused on biological organic weapons research for decades with its founder, Ozwell Spencer, leading the company to discovery the Progenitor virus.

Exploration of and research into the Progenitor virus continued for over thirty years, resulting in a number of variant strains of differing levels of success. Over time, Umbrella became a major player in the pharmaceutical field, even going so far as to become a member of the executive board of the Global Pharmaceutical Consortium.

Umbrella's Arklay Research Facility, located just outside of Raccoon City, suffered a catastrophic failure. Specimens from the lab began to leak, resulting in cannibalistic murders and maulings of the local populace. Raccoon City's S.T.A.R.S. team was sent in to investigate, which soon resulted in the reveal of Umbrella's secretive and illegal research.

The outbreak soon reached Raccoon City, infecting much of the populace and sending the rest into hiding. Umbrella operatives attempted to gather up the research from the Arklay Facility and subsequent infection of Raccoon City, rather than assisting with a cure or evacuation. This would prove to be a mistake. Though the Arklay Facility outbreak could have been covered up with greased palms and hush money, the infection of an entire city was something more than they could easily handle.

The spread of the outbreak resulted in the deaths of hundreds of thousands of civilians. Rather than risk a nationwide epidemic, the United States government chose to sterilize the area. The bankruptcy of Umbrella followed years later.



RESIDENT EVIL 5
ARMORY

HANDGUNS

M92F

The M92F was the standard issue firearm for all S.T.A.R.S. personnel. Its starting capacity is ten rounds, decent for a handgun, while its firepower and reload speed stats are fairly standard. Its strength lies in its high critical percent rating.

M93R

This high class and expensive weapon was originally seen in Resident Evil: Code Veronica as an upgraded version of the original Italian-made M93R. At its highest speed it can fire three-shot bursts. Starting out with a capacity of only ten rounds, it has potential to expand.

SHOTGUNS

ITHACA M37

The Ithaca M37 is popular in civilian, military, and police markets. The shotgun's simple pump-action is easy to use and its cheap price tag makes up for its fairly average firepower and slow reload speed. It starts with an ammunition capacity of only six, but that can change with upgrades.

HYDRA

Designed for one-handed use, the Hydra's small size delivers devastating shots of buckshot ammunition, which easily offsets its low ammo capacity and poor reload speed.

MACHINE GUNS

VZ61

This 7.65mm submachine gun has little real firepower, which is balanced by its ability to upgrade to carry a maximum of 300 rounds of ammunition.

SIG 556

This weapon is designed to meet the regulations of the American civilian market. The firepower is nothing to scoff at and has the fastest reload speed of all the machine guns.

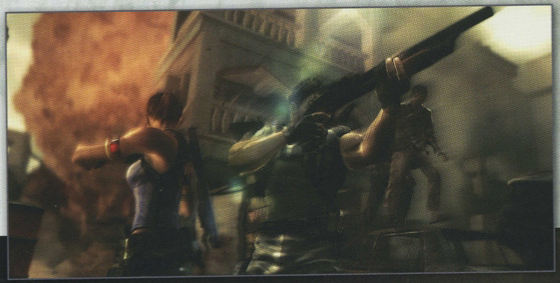
RIFLES

S75

The S75 is a basic rifle and is able to hold six rounds. It has the highest starting firepower of all the rifles, yet it has quite the slow reload speed. However, its price point and upgrade potential makes it worth a second look.

H&K PSG-1

The weapon was created due to the demand for a police and military semi-automatic rifle with a high accuracy and large magazine capacity. Although it only has five rounds when first acquired, it can be upgraded to hold fifteen.



MAGNUM

S&W M29

The American made gun is a powerful six-shot, double-action revolver. It has average firepower compared to the other guns in the Magnum category and a very long reload time, but if the target is hit, it is unlikely to survive without assistance from an advanced biological virus.

S&W M500

Not for novices, this highly powerful and expensive weapon has a .500 S&W Magnum cartridge and advanced design elements, such as an overall light weight and rubber grips, that help counteract the recoil felt by the user. Its high-energy rounds lend an extremely high firepower starting value, yet its original form is only able to hold five rounds.

OTHERS

Grenade Launcher

First things first, this powerful weapon can fire six different types of grenades: explosive, acid, nitrogen, flame, flash, and electric. Acquiring a stockpile of all the explosives is going to cost you, as ammunition is sold separately.

Stun Rod

The Stun Rod temporarily immobilizes opponents with a potent discharge of electricity. If used repeatedly it has the ability to be lethal. There are many more types of weapons to be found throughout Kijuju…

RECOVERY ITEMS

First Aid Spray

This medicinal spray completely restores one's health as well as the health of anyone nearby.

Green & Red Herbs

The Green Herb is a plant with medicinal properties. After collecting the herb it can be formulated into an injectable substance that restores the user's health. Although Red Herbs cannot be used on their own, once mixed with Green Herbs, the result is a powerful concoction that greatly restores the user's health.

IN KIJUJU...

Barrels, crates, boxes, and pots practically litter Kijuju. The natives use these to store their belongings, treasures, and odds and ends. However, these containers also hold items that can be of use to the intrepid explorer. Striking one of them with a knife or other weapon will break them open and reveal the goodies hidden within.

These storage boxes can contain anything from ammunition, healing items, special treasures, or money. Sometimes, breaking open a pot or crate will reveal a deadly snake, which will quickly move to bite Chris or Sheva. Shooting or slicing it will take it out in one smooth motion, so be quick on the draw. Players use money to purchase weapons, and money in Kijuju usually takes the form of coins. Careful exploration can easily lead to you stockpiling a minor fortune in coins, allowing you to upgrade your weapons or buy new ones. Ammunition, with few exceptions, is not for sale in the store, so keep an eye out for ammo in boxes or pots.

Occasionally, players will find shiny metal briefcases. These contain new weapons or body armor, and will often provide a player with an advantage when entering a new area. Sometimes, there are even piles of fruit to be found in Kijuju's bazaars or villages. Natives often use these seemingly innocent piles to conceal valuables, such as weapons or herbs.

Due to Kijuju's state of transition, certain habits have fallen by the wayside. Where gas canisters or barrels filled with explosive and sensitive materials were once kept under lock and key in climate-controlled sheds or warehouses, they are now left out in the open and exposed to the elements. Many of the containers have rusted over and been left weakened.

For Chris and Sheva, this is an advantage. Containers filled with gasoline can start a small and localized fire. This fire can turn into an excellent weapon against Majinis, particularly in situations where Chris and Sheva are outnumbered and almost out of ammo. Explosive barrels serve a similar purpose, as the high-octane fuel inside them is enormously volatile and can take out a room full of Majinis with one well-placed bullet.

Kijuju's buildings are sometimes made of less than sturdy materials. Open combat with guns or explosives can often collapse entire structures, leaving enemies trapped or delayed. Careful attention must be paid to the structure of buildings, as well, lest an enemy burst through a wall and surprise Chris or Sheva.

Windows and doors may seem like good cover, but this is not necessarily true. Windows can be shot out, turning them into entryways. Doors are vulnerable to blunt weapons or gunfire, and will eventually collapse into fragments if damaged enough. Look around for ways to barricade a doorway or window to prevent enemies from exploiting the lax construction and gaining direct access to either player.

Sometimes, Chris or Sheva may want to do the opposite to reach distant or wary enemies. If there are a flood of enemies pounding on a wooden door, blasting a hole in the door and then firing through it can pick off tough enemies before they get within striking distance.

CONTEXT-SENSITIVE ACTIONS

Some problems can't be solved by the usual means. Walking, sprinting, shooting, and interacting with your partner is a vital part of Resident Evil 5, but sometimes you need a little extra help. This is where context-sensitive actions come into play. These actions allow Chris and Sheva to work together or separately to solve problems. Context-sensitive actions are indicated by the appearance of a button command, with accompanying text, on the screen. The text explains what pressing the button will do. Normally, these items are simple things, such as opening doors, calling elevators, or pressing switches. Chris or Sheva can perform these actions at will and with no help from each other.

Other actions require a bit of teamwork. For example, if there is a key on a ledge, but the ledge is too high for either character to reach, then something must be done. Pressing the on-screen command will allow Chris to give Sheva a boost, launching her into the air and onto the high platform. From there, Sheva can acquire the key and return to where she jumped from or meet up with Chris later. Other partner actions require even more teamwork. Some doors are blocked or locked in such a way that they can't be opened by one character. Two solid kicks, one from Chris and Sheva apiece, can fix that and allow them to storm into the next room.

Certain actions may require more than one button press. More complicated ones need a series of presses of varying styles and buttons. Sometimes, you may need to twirl an analog stick or rapidly press two buttons simultaneously. Chris and Sheva are never entirely out of harm's way, not even during cinematic sequences. Context-sensitive actions may appear on the screen suddenly, and failing them may result in taking damage or even death. Keep your fingers at the ready, because you won't have much warning before being asked to save a life, be it your own or someone else's.

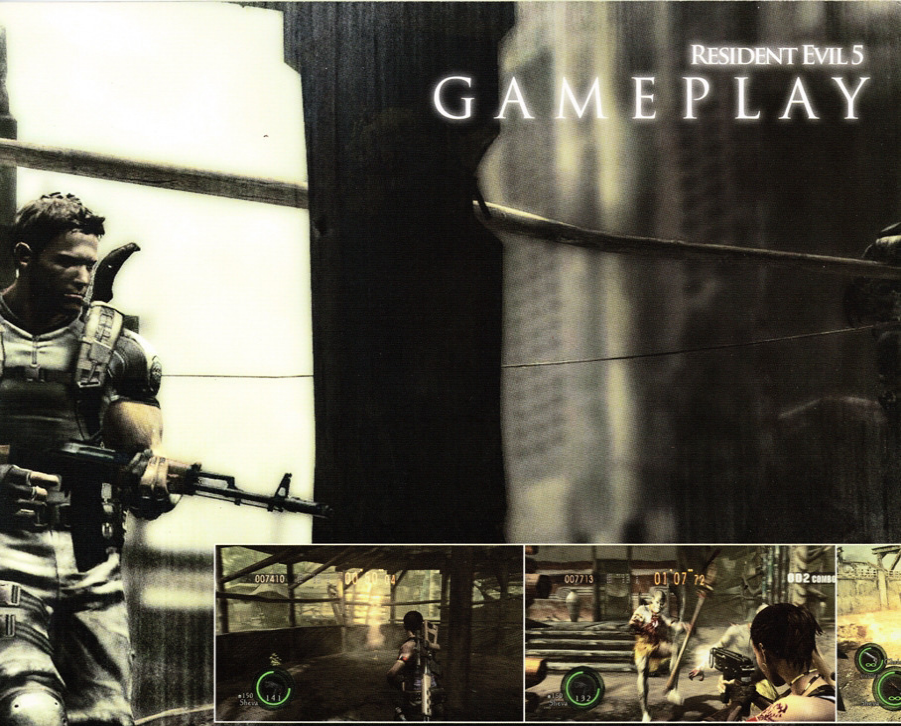
Co-Op: Never Fight Alone

A first for the series, Resident Evil 5 lets two players jump into co-op action and face the terrors of Kijuju together. Grab your friend (either online or via split-screen on the same console), load up the game and prepare to experience the horrors of RE5 in split-screen mode. Players can enlist into the B.S.A.A as either Chris Redfield or Sheva Alomar, giving them total control of each character's actions. For those playing Sheva, they may now use her acrobatic skills to the fullest and explore some of Kijuju's harder to reach locales.

Co-op play can either be chosen at the main menu or initiated during single player missions with the game's seamless integration of drop-in play. Once the 2nd player signs in, players can outfit their inventory and then restart gameplay at the last checkpoint. After the mission is completed, the score is tallied and ranked just like in single player mode, but this time you can compare stats between the two players to prove who is the better B.S.A.A. agent.

Have no one close by to play with? That's no problem, since the B.S.A.A. is an international organization with members the world over. Connect to Xbox LIVE or PlayStation Network to play co-op online with either friends or strangers. When starting a mission in single player, you can choose to host your game online with restrictions on who can join. You can even toggle friendly fire on or off, depending on how much you trust your partner. However, when playing co-op, you would do well to remember that even though there may be two of you playing, there are still thousands of them trying to hunt you down.

GAMEPLAY



THE MERCENARIES

TOP SECRET! PLEASE DO NOT REVEAL BEFORE MARCH 13, 2009!

After completing RE5's campaign, The Mercenaries mode becomes available. This mode is an intense arcade combat experience starring several key Resident Evil characters. Highly personalized and customized from the start, each character comes equipped with an inventory of weapons and items unique to their abilities and personalities. Players can then choose amongst a wide variety of environments where they must defend themselves from an onslaught of enemies until help arrives.

Solo, Duo and Split Screen play are available to ensure that players can experience The Mercenaries however they'd like. Lone wolves can tackle the game mode head on without the aid of a partner, Duo involves two players partnering up through either System Link or online, and Split Screen allows two players to participate on the same system.

Each of the eight unlockable environments begins with a two-minute countdown. Your goal is to survive the incoming scourge, which is comprised of enemies unique to each of the available scenarios, until the retrieval team arrives at the end of the countdown. Players accumulate points as they dispatch enemies and earn even more for linking kills in rapid succession. It's advantageous to work together in tight formation, as each player contributes to the current ongoing combo.

To keep players from holing up and camping in a single fixed position, there are two key items hidden throughout each level, the Combo Bonus and the Time Bonus. The more obviously visible of the two is the Time Bonus, represented by orange glowing pillars scattered throughout the environment. Breaking these pillars with a context sensitive attack increases the amount of time remaining on the clock. The Combo Bonuses are slightly harder to find, as they are usually hidden within the chests throughout the level. The Combo Bonus item increases the point value of combo kills exponentially.

Should you survive, your performance is ranked based on your maximum combo count, enemies terminated, and overall score. This letter ranking is then submitted to the Xbox LIVE Leaderboards or PS3 Scoreboards, providing players the chance to prove to the world their worth in the Kijuju Incident.

INTERACTING WITH THE WORLD

INTERACTING

To survive the overwhelming odds in Kijuju, Chris and Sheva need to use every asset they have. Speaking with their fellow B.S.A.A. agents and superiors and inspecting every detail of their environment will lead to valuable clues and information on how to stay alive. Equally important is protecting those sources of information and support. In a land covered with infected creatures, knowing you have someone working to help you is worth the effort of keeping them alive.

SPEAKING

People who haven't yet been infected with Type 2 Plagas are few and far between. When you do encounter any of these lucky souls it is wise to speak with them. Since they have survived this long, they must know something. Speaking to other characters is quite simple. Approach them and then follow the onscreen context sensitive button commands. These interactions often lead to valuable information or cinemas.

PROTECTING

If you are going to solve the mystery of Kijuju, you are going to need help from fellow B.S.A.A. agent Josh Stone. A highly capable agent, Josh will at times need support from Chris and Sheva in order to complete the tasks at hand. Watch his back and he'll watch yours.

INVESTIGATING

The environment is loaded with details and documents that can lead to important information on both the events of Kijuju as well as tips on how to survive. Searching the environment and using the onscreen "Investigate" action will allow you to inspect your surrounding in closer detail.

RESIDENT EVIL 5
GAMEPLAY

VEHICLES

Kijuju is a big place, and sometimes Chris and Sheva need a bit of help to get from point A to point B. Fortunately, the B.S.A.A. has a number of vehicles already on the ground in Kijuju and since they are an official military organization with the backing of the United Nations, they have access to some heavy-duty weapons and transportation.

B.S.A.A. Special Operations Units and Agents use humvees throughout Kijuju. The wide body, low profile, and thick armor make it one of the safest, if not the safest, ways to get around the African landscape. The mounted assault rifle and Gatling gun on the back makes it quite the offensive powerhouse, as most Majinis fall to just a few shots from either gun.

In one sequence in Resident Evil 5, the player controls Chris or Sheva while speeding through the savanna on the back of a humvee. Dozens of angry Majini have acquired motorcycles and are hot on their tail. Chris and Sheva get a chance to put the weapons on the back of their vehicle to good use, though the high speed and fast turns make it tough to remain stable.

The Marshlands of Kijuju are impossible to pass without the use of an airboat. Chris pilots the airboat while Sheva stands on its bow. Since piloting the airboat requires careful attention, Chris trusts Sheva to keep an eye out for enemies, traps, crocodiles, and obstacles. The airboat is also equipped with an extra boost of speed for when you need to escape a dangerous situation quickly.

Helicopters are common in Kijuju, though Chris and Sheva never have a chance to get behind the stick. The B.S.A.A. generally use them for quick insertions and extractions, though its air-to-ground attack capabilities can come in handy when set against the infected hordes of Kijuju. The chopper allows Chris and Sheva to stay in touch with B.S.A.A. members and remain apprised of any new intel that comes their way.

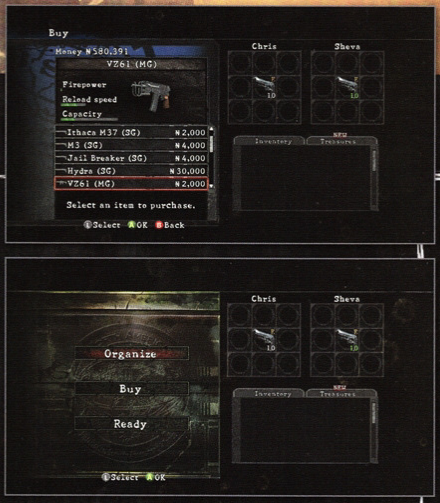
While many of the vehicles in Kijuju are of the military variety, there are a few that buck that trend. Motorboats can be found near the oil factories, there are a number of train cars in Kijuju, and the docks along the coasts are littered with cargo containers multiple stories high. Tricell itself owns a fairly large ship that it uses for transporting materials, and there are rumors of a something even larger waiting in the wings.

PURCHASING WEAPONS

Resident Evil 5 has a large arsenal that can be unlocked throughout the game. While some weapons are introduced during gameplay, other weapons become unlocked and available for purchase between levels. Weapons can only be purchased before a mission or on the Play Game menu, and must be added to the inventory of a character before it can be used.

Most weapons in the armory are available for upgrade. You can upgrade the range, capacity, strength, and other important attributes of the weapon. A yellow arrow signifies what can be upgraded and what cannot. Much of the arsenal can be upgraded repeatedly, allowing individual players to focus on their favorite weapons and hone them to perfection.

When you have too many weapons in your inventory, or just want some extra money, you can sell items back to the B.S.A.A. This is an excellent option for those who have their eye on the more luxurious firearms but cannot quite afford them with the gold they have acquired during gameplay.



RESIDENT EVIL 5

GAMEPLAY

WALKING THE INFECTED STREETS

MAP

The map in the upper right corner can be brought up using the Map toggle button. There are several key icons that can appear.

Character Icons: Both Chris and Sheva are represented on the map by colored arrows. Chris is the green arrow while Sheva is the pink arrow.

Enemy Icons: Some special enemies are signaled on the map by a large blue arrow.

Locked Doors: A blue key symbolizes doorways that are locked.

Objectives: Active objective markers appear on the map as a pulsing yellow light. If the objective marker is off the map then the icon becomes a yellow arrow that points in the direction of the final objective destination.

Documents: A paper icon represents important and useful documents.

HEALTH AND WEAPONS

Sheva and Chris's health and weapon information is located on the bottom right. This is the most important element of the HUD and should be carefully monitored.

Health Rings: In Resident Evil 5, Both Sheva and Chris's health are represented on the screen by bright green rings that circumference the images of their currently equipped weapon. When either character takes damage, a section of health retracts from the ring.

Weapon: An image of the currently equipped weapon for Sheva and Chris appears inside their Health Rings. Below the image is the current ammo count for the weapon.

Cover/Attack: Beneath the health ring for the secondary character, the Cover icon will appear if that character is acting as backup. To switch the secondary character from Cover to Attack, hold the Partner Action button and then select "Attack". Now that character will take the lead and act more aggressively in battles.

Help: When either Chris or Sheva is in extreme danger, a flickering Help icon appears inside the health ring.

ITEMS

In the field, items that can be acquired illuminate in a shimmer of light. When you approach items that can be picked up, several options appear in the bottom left corner.

Image: A detailed image of the item appears above the actions that can be performed with said item. The name of the item appears just below the image.

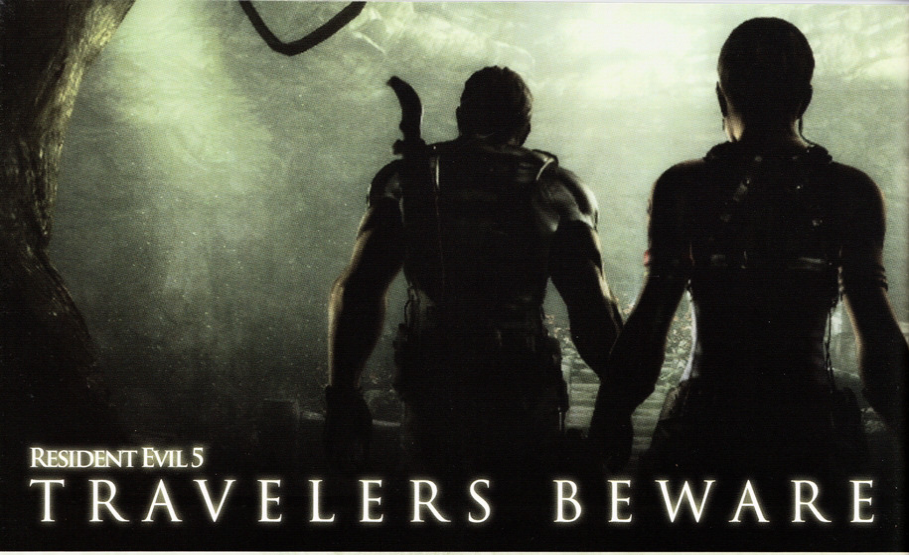
Actions: You may select to either pick up the item for yourself or instruct your partner to pick it up.

KEY ITEMS

Important items that are necessary to an objective are displayed in the upper right corner. They remain there until they are used.

LASER SIGHT

When aiming with a weapon, Sheva and Chris use a laser sight for a more accurate shot. The laser is visible whenever a firearm is being used.

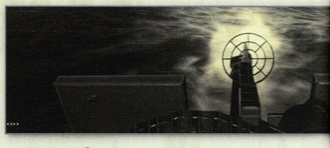


RESIDENT EVIL 5

TRAVELERS BEWARE

CO-OP ACTIONS ←

Chris and Sheva have to use cooperative actions to get around Kijuju on occasion. Sometimes this involves splitting up and solving puzzles separately, or holding a gate open for your partner. In other occasions, something a bit more spectacular occurs.

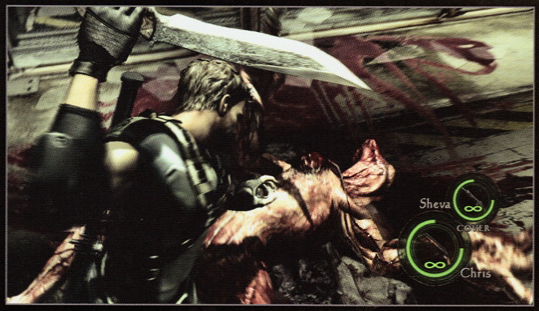


TWO HEADS... ↘

Chris is a strong guy. A lifetime of fighting against bioterror has resulted in a toned and muscular body. Sheva, however, is lithe and acrobatic. When you combine the two, you can overcome almost any obstacle. Chris can give Sheva a boost to high areas, and a running jump onto that boost can launch Sheva across otherwise impassable gaps. Use teamwork to get Chris and Sheva into, and out of, dangerous situations.

DIVERSITY ↑

Certain boss battles require you to make use of more than just your brain, brawn, and bullets. Sometimes, you have to take to a mounted gun or cannon to take out an enemy.



WEAKNESSES ➔

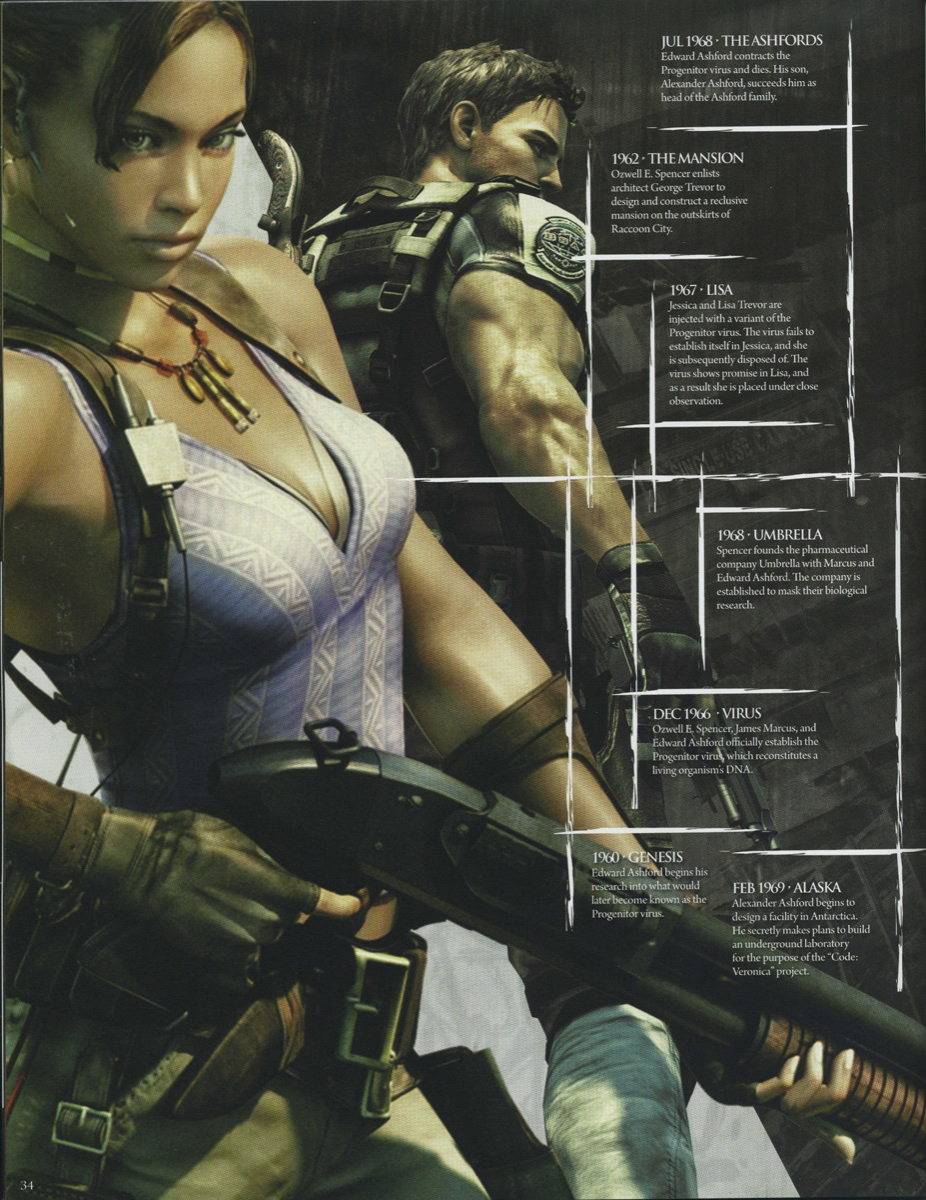
Every enemy in Resident Evil 5 has a weakness. Sometimes, they are vulnerable right before they perform a certain attack. Other enemies are vulnerable in certain locations on their body. If you manage to stun an enemy, quickly approach its fallen body. Your character will do a special move to finish off the enemy.

KIJUJU ➔

Kijuju is a living, breathing environment. Its citizens led lives before the outbreak, and sometimes you get a sneak peek into them. They talk amongst each other, make plans, and gather en masse. Though they have been infected with Type 2 Plagas, they retain enough of their mental faculties to make these actions seem normal to the untrained eye.

YUM, ➔ FEED ME

The Majinis are still hostile, however. Their enemies are dealt with harshly once discovered, and often in enormously painful manners. The flesh-eating crocodiles of the marshlands are fond of human flesh, and a sacrifice is often a good way to keep them full.



JUL 1968 · THE ASHFORDS
Edward Ashford contracts the Progenitor virus and dies. His son, Alexander Ashford, succeeds him as head of the Ashford family.

1962 · THE MANSION
Ozwell E. Spencer enlists architect George Trevor to design and construct a reclusive mansion on the outskirts of Raccoon City.

1967 · LISA
Jessica and Lisa Trevor are injected with a variant of the Progenitor virus. The virus fails to establish itself in Jessica, and she is subsequently disposed of. The virus shows promise in Lisa, and as a result she is placed under close observation.

1968 · UMBRELLA
Spencer founds the pharmaceutical company Umbrella with Marcus and Edward Ashford. The company is established to mask their biological research.

DEC 1966 · VIRUS
Ozwell E. Spencer, James Marcus, and Edward Ashford officially establish the Progenitor virus, which reconstitutes a living organism's DNA.

1960 · GENESIS
Edward Ashford begins his research into what would later become known as the Progenitor virus.

FEB 1969 · ALASKA
Alexander Ashford begins to design a facility in Antarctica. He secretly makes plans to build an underground laboratory for the purpose of the "Code: Veronica" project.

RESIDENT EVIL 5
TIMELINE

1971 · CODE VERONICA
The "Code: Veronica" project is successful. The twins Alfred and Alexia Ashford are born.

DEC 1983 · ALEXIA
Wesker researches secondary exposure to the T-Virus. Alexia injects herself with the T-Veronica virus and enters a fifteen-year cryogenic sleep.

JAN 1978 · T-VIRUS
Marcus successfully develops the T-Virus.

1988 · NEMESIS PROJECT
Umbrella begins work on the "Nemesis" project at its sixth European research facility.

1991 · THE HIVE
Umbrella begins construction of an expansive underground laboratory beneath Raccoon City. Within the company, Spencer approves Birkin's G-Virus project.

JUL 1998 · S.T.A.R.S.
Two groups are sent to investigate the Training Facility. The first one is wiped out by B.O.W.s located on the premises. The city sends the S.T.A.R.S. Bravo Team to investigate.

1998 · 4 ITCHY TASTY
Ravaged by the virus, the mansion and the lab are destroyed. Four members of Alpha Team and one member of Bravo Team escape the catastrophe. The survivors are Chris Redfield, Jill Valentine, Barry Burton, Brad Vickers, and Rebecca Chambers. Wesker escapes the Arklay Research Facility before it is destroyed.

MAY 1998 · ARKLAY
At the Arklay mansion, there is a large-scale viral leak. The research lab there is destroyed. Elsewhere, Cerberus claims its first victim: a 20-year-old woman whose body is found dismembered.

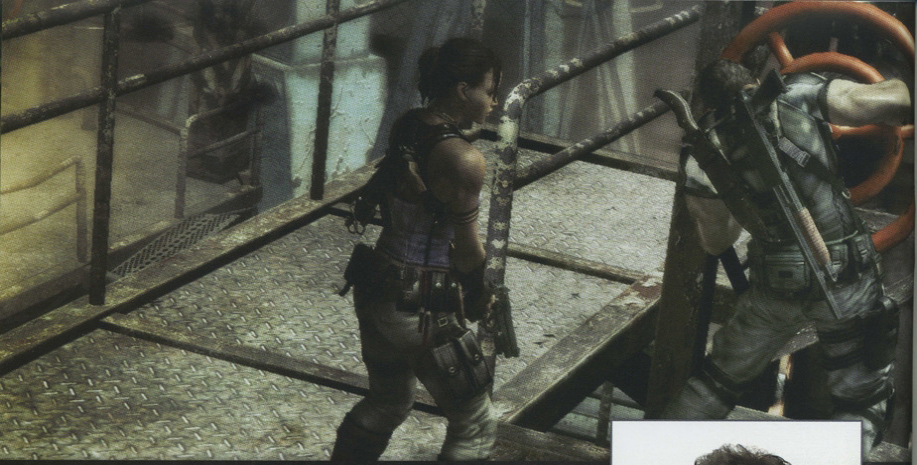
SEPT 1998 · RACCOON CITY'S RUIN
The virus spreads throughout Raccoon City via infected rats. The city is declared a biohazard as incidents of "cannibalism" continue to rise. Rookie police officer Leon S. Kennedy also arrives in the city at the same time as Claire Redfield.

2004 · LOS ILLUMINADOS
Los Illuminados kidnaps Ashley Graham, daughter of the U.S. President. While searching for her, Leon S. Kennedy is injected with the Las Plagas parasite. Leon and Ashley later cure themselves using an island-based facility to remove the parasites. Leon and Ashley escape from the island by watercraft.

OCT 1998 · LAST ESCAPE
The U.S. government decides to eliminate the virus threat by destroying Raccoon City with a missile strike.

FEB 2003 · UMBRELLA CHRONICLE
Chris and Jill take part in the mission to destroy the Umbrella Caucasus Research Facility in Russia. They were successful in destroying a new B.O.W. known as T-A.L.O.S.

DEC 1998 · AWAKENING
Alexia Ashford wakes up from her cryogenic sleep at the Antarctic Base. Claire and Chris are reunited at the Antarctic Base, and together they defeat Alexia. They escape before the base is destroyed.



JUN TAKEUCHI: CREATING RESIDENT EVIL 5

Since joining the company in 1991, Jun Takeuchi has worked his way from programming to producer to management within Capcom's R&D group. His credits include lead programming on the first Resident Evil game, chief weapon designer of Resident Evil 2, and director of both Onimusha and Lost Planet. Takeuchi-san has recently wrapped his role as co-producer of Resident Evil 5 and has moved onto his next project as producer of Lost Planet 2. As General Manager within the R&D department, Takeuchi-san works with all of Capcom's producers, interfacing with all of the creative people responsible for bringing Capcom games to life.

Q. Resident Evil 5 is the next installment of the Resident Evil series, and builds on the type of third-person action that Resident Evil 4 pioneered for the franchise. Was it hard to find a balance between the survival horror sequences and action sequences during gameplay?

With the last game, Mikami-san (creator of the Resident Evil series) had decided to throw away everything that people thought of when they heard the phrase "Survival Horror" and start over again. In RE4, the decision was made to remove the slow moving zombies and short supply of ammo from the previous games, and that the speed of the game needed to become much more faster and more like an action movie. The result was the highest-selling and best-reviewed Resident Evil game in the series.

With RE5, we decided that we were going to continue the evolution that had begun in Resident Evil 4. We knew that we were going to be compared to RE4, and the entire team wanted to rise to that challenge. Our enemies are faster, tougher and smarter than the enemies from previous Resident Evil games. There are more weapons in Resident Evil 5 than any of the previous games. And for the first time, players are not alone, bringing in the "buddy" concept from action movies. With this continued evolution, we naturally moved away from the slower, limiting concepts of survival horror and have continued the process of re-writing the rules for what players expect from a Resident Evil game.

Q. So far, we have played Resident Evil titles in locations ranging from midwestern United States, northern Spain, Antarctica, and now western Africa. Why was Africa chosen for the new setting? What benefits or surprises did using this setting provide for the story?

Right from the beginning of the project, we knew that we wanted to push the current generation of hardware systems to their limit and decided on very aggressive technology goals. We wanted to use the capabilities of the Xbox 360 and PLAYSTATION3 to render light in real-time, to use that technology to make light areas in the game very "blown out," so that the player would have to wait for their eyes to adjust to the differences in light, just as they would in the real world. In those moments of helplessness, it is possible to be attacked by a Majini creature, which makes daylight as frightening as darkness and shadows.

With this technology goal in mind, we set about looking at various locations that would make sense within the world of Resident Evil to set the story we wanted to tell. We wanted to wrap up some of the loose threads of the Resident Evil story in RE5, so it made sense to have Chris Redfield following the path of the original virus back to its roots in Africa. This feeds back directly into story elements from Resident Evil: Code Veronica, where it was revealed that the "T-Virus" from the Mansion Incident in the first Resident Evil was adapted from the "Progenitor virus" that Umbrella scientists discovered in Africa.

Q. Online co-operative play is possible in Resident Evil 5, making this the first time you can play online since Resident Evil Outbreak debuted. Since cooperative mode allows you to play through the story with a friend, did you have to pay special attention to the level and story design in order to provide a complete experience for both players?

RE5 was designed to always be a co-operative game, from start to finish. Introducing co-op gameplay was finally possible in a Resident Evil game because of the built-in internet capabilities of the Xbox 360 and PLAYSTATION3. All levels in the game were designed and tested to support this new gameplay direction. We've also included plenty of extras after a player finishes the game to motivate them to play through again online.

Q. Sheva Alomar is an interesting addition to the Resident Evil franchise. Though she is Chris's partner in Resident Evil 5, it is clear that she has a long and storied history.

INTERVIEWS

"RIGHT FROM THE BEGINNING OF THE PROJECT, WE KNEW THAT WE WANTED TO PUSH THE CURRENT GENERATION OF HARDWARE SYSTEMS TO THEIR LIMIT."

What does she bring to the partnership between her and Chris, and to Resident Evil 5 itself? What is the significance of Sheva's tattoo?

Sheva is an African B.S.A.A. agent; since she is native to the continent, her knowledge of the environments and surroundings are much greater than Chris's, who comes from the American Midwest. This is an important point for both the story and the online gameplay: since Sheva is local to the continent, as a character, she has better knowledge and resources. This will also translate into online gameplay, as people playing Sheva will have most likely finished RE5 once as Chris and then gone into co-operative online gameplay. This means that the experienced player controlling Sheva will have a better understanding of the levels than the new player controlling Chris does!

Sheva's tattoo symbolizes a hero without fear who embraces justice. You can easily imagine that she went through a great degree of pain which led her to getting the tattoo on her arm.

Q. Resident Evil 5 features extremely accurate lighting and shadows, and one battle even requires you to take cover in shadow in order to gain an advantage. What does this feature bring to Resident Evil 5, in terms of both gameplay and maintaining a sense of tension?

The power of the current generation of game consoles allows us to render light and shadows in extremely realistic ways. Light and shadows are also rendered by the hardware in real time, affecting the look of the character as well as the player's physical and mental reactions to what is happening in the game.

Q. Resident Evil was the first game to be titled "survival horror" in 1996. Since then, the series has continuously innovated and expanded upon that formula, resulting in games that have been everything from light gun shooters, online multiplayer titles, and third-person action games. As producer of RE5, how would you describe the gameplay?

I would say that Resident Evil 5 is much closer to an action game like "Gears of War" or "Halo" than it is to a traditional concept of a survival horror game. Based on the sales and reaction to Resident Evil 4, this is also what the players want!

Q. The enemies in the Resident Evil games have been getting smarter and smarter with each progressive entry in the series. RE5 features enemies that use guns, motorcycles, RPGs, and Gatling guns. Was this done to show the continuing evolution and development of the Progenitor Virus?

In the first RE games, the enemies were mostly slow, mindless zombies. Once players completed the game, it was very easy for them to go back through again and avoid almost all of the enemies by running around the positions that they had been placed in. In the Resident Evil remake for Gamecube, "red zombies" were introduced, which were faster, stronger enemies that were impossible for players to ignore or run away from. Since that time, enemies have become faster and more varied, adding more and more challenges for the player. This also works with the storyline, which has moved away from undead creatures to infected humans and animals.

Q. The villains have an amazingly apocalyptic plan, there are a lot of weapon options, and there are a wide variety of enemies in Resident Evil 5. It seems as if one of the themes of the game is "escalation," particularly when it comes to the relationship between Chris and one of the villains. Are there any other themes or ideal you wanted to explore by way of the story of Resident Evil 5?

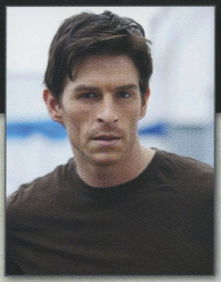
Terrorist actions in the modern world often resemble apocalyptic plans. This fear is part of modern life and we touch on this fear at the heart of the story. In Resident Evil 5, the story does not center just on a single company's goal to turn profits after the fall of Umbrella. Instead, the story is set in an era when many smaller groups around the world are resorting to terrorist tactics, marking a transition point in the storyline of the entire Resident Evil universe.

Choosing a town in Africa as the setting for Resident Evil 5 is very small in terms of global scale, but adds new significance to the series as a whole. As you can imagine, with B.S.A.A. branches established around the world, a much larger scale is being established for the Resident Evil franchise.

Q. Is there a certain moment or feature in Resident Evil 5 that you would like fans of the series to pay special attention to or that you are particularly proud of?

As mentioned earlier, the co-op functionality will be an evolutionary addition to the Resident Evil series. Co-op gameplay will reveal its real values to the players as the story destructively moves forward and the players encounter horrifiying enemies. Having a partner in the game means not only overcoming fear together, but that sometimes the fear will even increase!

REUBEN LANGDON: BRINGING LIFE TO CHRIS



For years, Reuben Langdon has been a Capcom mainstay for motion capture and voice acting. After landing his first motion capture role as Chris Redfield in Resident Evil: Code Veronica, Reuben continued to work on some of the company's most iconic series. In Resident Evil 5, Reuben returns to provide the actions for Chris in this next generation title.

Q. You've done the motion capture for Chris since Resident Evil: Code Veronica. How has he changed over the years? How different was it to be Chris in Resident Evil 5?

Well, for RE:CV it was my first experience with motion capture. Instead of the reflective markers we use today, I used a magnetic system with wires that connected to all the different key points on my body. I looked like Neo from The Matrix with all the crazy wires sticking out of me. (see pic) It was new technology and for some reason we couldn't stay in the room for more than three hours. Everyone would start to feel queasy and getting headaches. Anyway, it was a fun experience and because of it when I returned to the States in 2000, I was the go-to man for motion capture gigs here. Not that many people had experience with mo-cap, so it kind of helped jumpstart my career in the mo-cap world.

Obviously for RE5 we had the latest technology at our disposal and there were no headaches unless I landed on my head doing a reaction. The space or Capture volume was also about 20x bigger, making it a lot easier to get the required moves.

For the character Chris, it was quite natural. Ten years had passed both in the story and in real life, so in part 5 the older/wiser Chris was more confident and in control. Just like the real life me, ha!

Q. Could you explain what it was like working with virtual camera technology while motion capturing for RE5? What's so different about using this type of technology?

My first intro to the virtual camera was on James Cameron's Avatar (which I've been working on and off of since September 2006, set to be released in Dec 09). After seeing how useful a tool it was, I really pitched hard to have it on RE5. Once we did our initial test, it wasn't hard to convince the guys at Capcom how useful it was and how cool it made things look, not to mention speeding up the whole camera process.

With the Virtual Camera, you don't have to wait on an animator who may not understand camera angles to animate camera movements. You use it just like a real life camera, only you can put the camera wherever you want! For the director and DP (or digital DP), this is like being a kid in a candy shop. The only down side is that you have too much freedom and have too much to choose from. So really the only limit is time! How much cool stuff can you do in how little time? That was really the main challenge of the entire project…time.

Q. Can you take us through an average day of motion capturing for Chris? Just how tough was it?

Roll out of bed around 6:30, brush my teeth, water down the mop on my head and put on my layer one of spandex. Depending on the season I have more layers. Summer time, biker shorts and short-sleeve Under Armor. Winter, really cold days full on Hot Chili's!

I usually arrive at the studio around 7 or 7:30, depending on the shoot, and slide into my suit. Get marketed up and am out for ROM's (Range of Motion) by 8. While they process the ROM's in real-time, I usually have 10 min to scarf down some breakfast. Oatmeal/Juice, power food! Then it's Capturing in the volume 'til lunch. By Capturing I mean whatever is on the schedule that day, dialogued scenes or stunts which require rolling around, falling, fighting, wirework and getting beat up by foam sticks!

Lunch - More beatings from the foam sticks! - Hopefully wrapping by dinner.

Go home and eat, shower, get ready for the next crazy mo-cap day…sleep!

Q. What do you think of Chris's buff new look? Did you also have to beef up for the role?

I love his new look! Yes! I tried to beef up for the role but unfortunately in the short time I had, it was impossible unless I were to use illegal substances that would be damaging to my health. Since it was motion capture, I opted for the safe route and relied on acting big, as opposed to being big. Welcome to show biz!

Q. What was your most gratifying experience while working on RE5? What actions or scenes did you have the most fun capturing?

The most gratifying experience I had was when Jim Sonzero and I went to Capcom for final checks and saw some of the final product. To have everyone over at Capcom tell us that they were happy…well, that made me very happy! It was like a major weight lifted off my shoulders. To be honest, it was one of the toughest jobs I've ever had. Not only was I performing the motion capture for Chris, I was also co-producing all the animation for the cut scenes with my partner Takuya Shibata. During the whole process, we kept hitting barriers; it was the first time for our company, Just Cause Productions, to take on a project this large and handle the animation. It was a constant battle against the clock; we just kept hammering away, trying our best! Hitting barrier after barrier but never giving up!

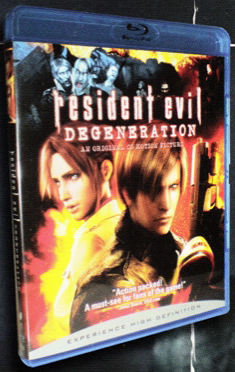
Q. You must be partial to Chris, but other than him, who is your favorite RE5 character and why?

I like girls who can fight! So, yeah, that puts Sheva near the top of the list.

Q. You've been working with Capcom for quite a few years now. Can you tell us a little about your relationship with them?

I've been blessed these past few years in working with Capcom and having the opportunity to take on the role of some of their most famous characters. So far, I've performed the motion capture for Chris Redfield, Dante, and the voice of Ken in Street Fighter 4. It's like a dream come true! I'm a big fan of the characters and the games they appear in and have been since I was a kid. I grew up on games like Mega Man and Street Fighter II. I can only guess at the hundreds of hours I spent playing those games; it's like Capcom is paying me back for investing so much time and money during my childhood, haha. I'm really grateful that Capcom has given me the opportunities to play these characters and hope that I get the chance to play more awesome characters in the future.

THE LIGHT LEADS TO...
OTHER OUTBREAKS



RESIDENT EVIL DEGENERATION

To further flesh out the world of Resident Evil, Capcom and Sony Pictures Entertainment have teamed up for a full-length CG animation movie, Resident Evil: Degeneration. The movie stars the two lead characters of Resident Evil 2, Leon S. Kennedy and Claire Redfield and takes place one year after the conclusion of Resident Evil 4.

Degeneration opens at Harvardville Airport, with Claire Redfield meeting long-time friends at the gate. The happy reunion suddenly turns to chaos when a plane crashes into the terminal. Bad turns to worse as the passengers emerge from the wreck, each one infected with the G-virus, a biological organic weapon (B.O.W.) engineered by Umbrella Corporation to turn people into zombie-like creatures. The government seals the airport and brings in Leon Kennedy, an expert on Umbrella's B.O.W.s.

Leon and Claire reunite to survive the horror and unravel the mystery of this new outbreak. Released on Blu-Ray, DVD, and PSP UMD, Resident Evil: Degeneration promises a fast-paced, adrenaline-filled ride for any Resident Evil fan. Check out the ending of Degeneration for an ominous foreshadowing of the evil behind the outbreaks in Resident Evil 5.

NECA: FIGURES & MORE

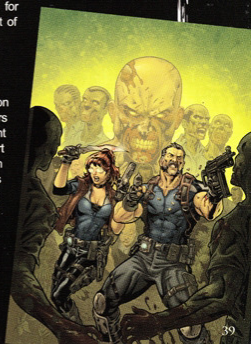
To go along with the release of Resident Evil 5, and following up the popular series of figures from Resident Evil 4, NECA has started producing high-quality action figures detailing the main characters of the new Resident Evil installment. The three announced figures are Chris Redfield, Sheva Alomar, and the Executioner. Each figure stands 7" tall. Chris and Sheva both feature a high range of movement, capable of replicating several of the characters' signature actions. All the figures come with weapons and accessories that are true to the game. They cost $16.99 each, or $44.95 for a set of all three, and are available shortly after the game's release.

In addition to the figures, NECA is also releasing a line of Resident Evil 5 high quality apparel and accessories, allowing fans of the game to wear their love on their sleeve, so to speak. The apparel ranges in price from $15 to $100 and includes a Chris Redfield football jersey, several t-shirts with key imagery from the game, and stylish hoodies.

The accessories are made to perfectly accent any fan's wardrobe. Companies like Tricell and Umbrella are represented with company bags and lighters, while B.S.A.A. pins can be used to display your support for the brave men and women who fight to remove the threat of bioweapons. These accessories range from $2 to $40.

WILDSTORM COMICS

For the diehard fans who are looking for more information on the events leading up to Resident Evil 5, or the first-time players that want to find a good way to become immersed in the current Resident Evil storyline, Wildstorm Comics is releasing a 6-part miniseries based on the famous survival horror series. Written by Rick Sanchez, with art by Kevin Sharpe and Jim Clark, this prequel miniseries primarily follows Chris Redfield, depicting the events that led him to his latest mission in Africa. Included in the tale is the reveal of the dark burden that haunts Chris in the new game. Intended for mature readers, the 1st issue of the series will contain 32 color pages, and will be on sale for $3.99 on March 11.



PLAYSTATION 3 XBOX 360 XBOX LIVE CAPCOM OFF BASE

MATURE 17+™

M

Blood and Gore
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Strong Language

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